

4. The method of claim 3 wherein one subset of said audio data
corresponds to even-numbered audio channels and one other subset of said
audio data corresponds to odd-numbered audio channels.

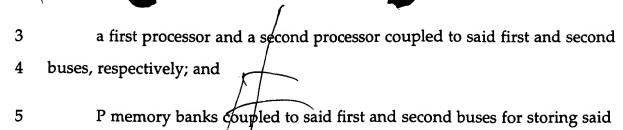
The method of claim I wherein P is equal to two.

5. A system having first and second buses for processing real-time audio data from N audio chafinels, the system comprising:

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- 6 audio data, said P memory banks being accessible to said first and second
- 7 processors, said P memory banks storing P subsets of said audio data,
- 8 respectively, said P subsets corresponding to P different groups of audio
- 9 channels.
- 1 6. The system of claim 5 further comprises P selectors coupled said first
- 2 and second buses to select said memory banks for access by one of said first
- 3 and second processors
- 7. The system of claim 6 wherein P selectors include P address
- 2 multiplexers and P data transceivers.
- 1 8. The system of claim 5 wherein one subset of said audio data
- 2 corresponds to even-numbered audio channels and one other subset of said
- 3 audio data corresponds to odd-numbered audio channels.

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- 9. The system of claims 5, wherein the P memory banks include
- 2 dynamic random access memories.

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